

# EECS 151/251A Homework 1

Due Friday, January 26<sup>th</sup>, 2018

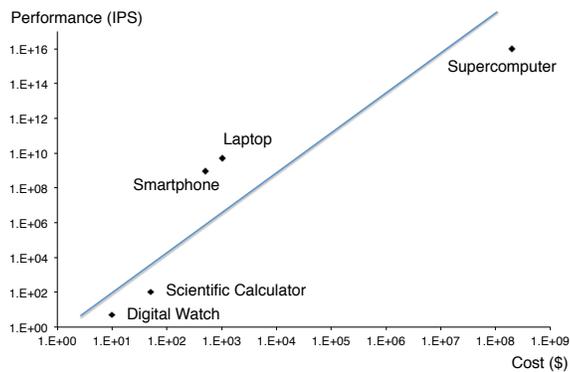
## Problem 1: Computing Systems

A wide range of computing systems are currently in production. Consider the following devices when answering the questions below: a laptop, a digital watch, a scientific calculator, a supercomputer, and a smartphone.

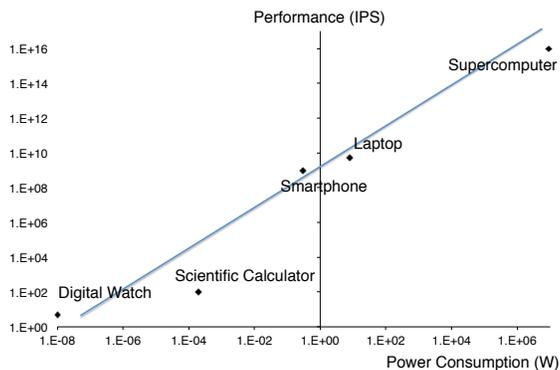
(a) Sketch a curve showing computational performance of all these systems as a function of their cost. Put performance on the y-axis (arbitrary units), and cost on the x-axis (dollar estimate).

(b) Similarly, show a curve that relates computational performance to system power consumption, with performance on the y-axis (arbitrary units), and power consumption on the x-axis (watt estimate). In the case of the smartphone, ignore the power consumption of the radio.

(a)

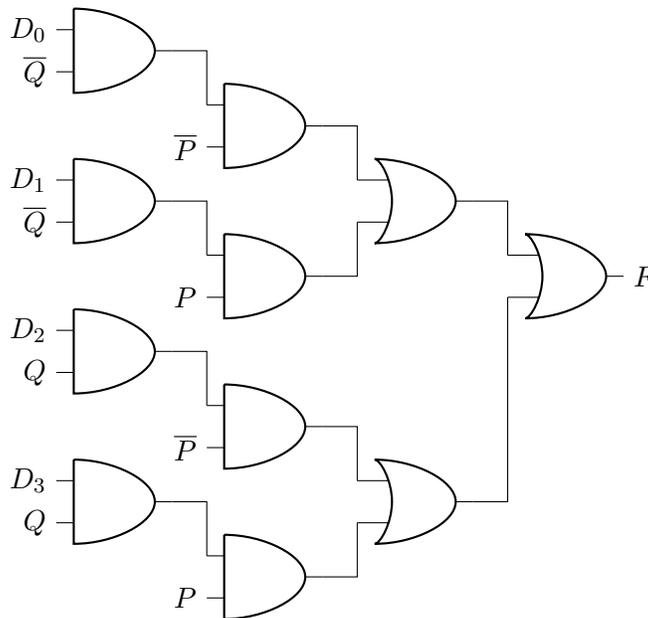


(b)



## Problem 2: Logic

Consider the circuit below. All inputs ( $P$ ,  $Q$ ,  $D_0$ ,  $D_1$ ,  $D_2$ , and  $D_3$ ) must be tied to 0 or 1.



(It might help to simplify this circuit, as you would with the kind of powerful diagramming tool I do not have.)

- (a) What must  $D_0$ ,  $D_1$ ,  $D_2$ ,  $D_3$  be such that  $F = P \oplus Q$ ?
- (b) Can any arbitrary 2 input logic function of signals  $P$  and  $Q$  be realized using the above architecture? Explain.

(a)

$$D_0 = D_3 = 0 \quad D_1 = D_2 = 1$$

(b)

Yes, the circuit is essentially equivalent to a 4-input MUX, where one of  $D_0$ ,  $D_1$ ,  $D_2$ , and  $D_3$  is selected based on the values of the  $P$  and  $Q$  inputs. Each possible state of  $P$  and  $Q$  will select one of  $D_0$  through  $D_3$ , and so by choosing the  $D_0$  through  $D_3$  values, we can implement any desired single-output truth table (logic function) of the  $P$  and  $Q$  inputs.

## Problem 3: Logical Gates

You work for Sldgly, a start-up in San Francisco that uses the sludge found in the Bart transit system to perform logic functions. They call this device a Sludge Gate; every Sludge Gate requires a supply and ground, has input signals  $X$  and  $Y$ , and produces an output signal  $Z$ .

Here is the behavior of the Sludge Gate with a 5 V supply:

- $0 < Z < 5V$
- If  $X$  and  $Y$  have less than 2 V at the input for 5 microseconds or more, then  $Z$  is greater than 4 V
- When either or both of  $X$  and  $Y$  have more than 3.5 V for at least 5 microseconds, then  $Z$  is less than 1 V

The exact voltage at  $Z$  is unpredictable and varies from Sludge Gate to Sludge Gate.

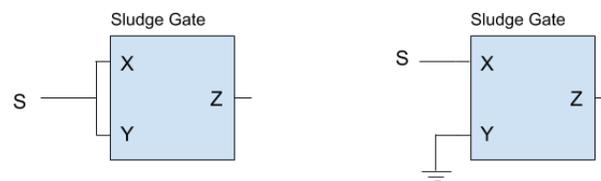
(a) Propose a simple topology using Sludge Gates to invert an input signal,  $S$ .

(b) For the inverter in (a) draw a very simple voltage transfer curve, making sure to label key voltages on both axes.

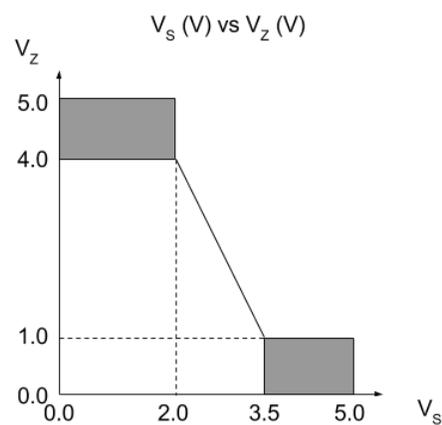
(c) What Boolean function of  $X$  and  $Y$  does the Sludge Gate implement?

(a)

Either of:



(b)

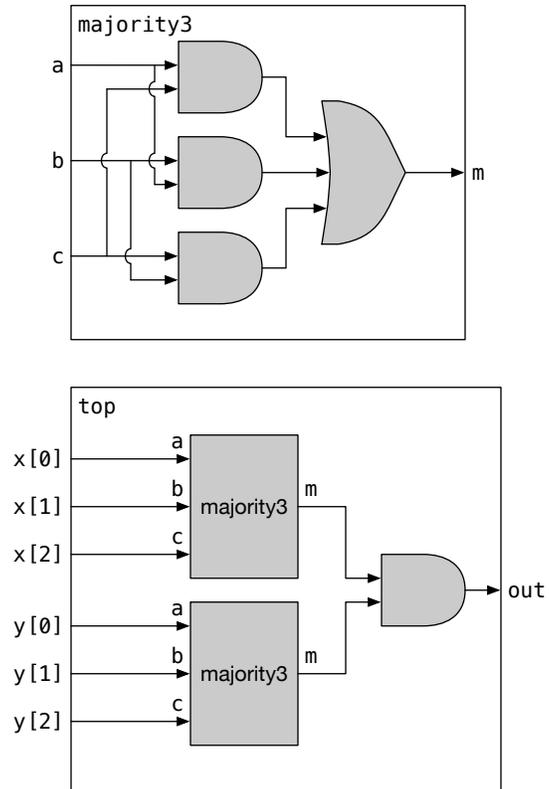


(c)

NOR gate:  $Z = \overline{(X + Y)}$

## Problem 4: Structural Verilog

Write modules using structural Verilog which implement the circuit drawn below. You will need multiple `module` statements to preserve the hierarchy as drawn.



Solution:

```
module majority3(
    input a,
    input b,
    input c,
    output m
);

    wire and0_out, and1_out, and2_out;

    // verilog primitives have no explicit port connection,
    // and the output is first
    and (and0_out, a, c);
    and (and1_out, b, a);
    and (and2_out, c, b);
    or (m, and0_out, and1_out, and2_out);

endmodule

module top(
    input [2:0] x,
    input [2:0] y,
    output out
);

    wire maj0_out, maj1_out;

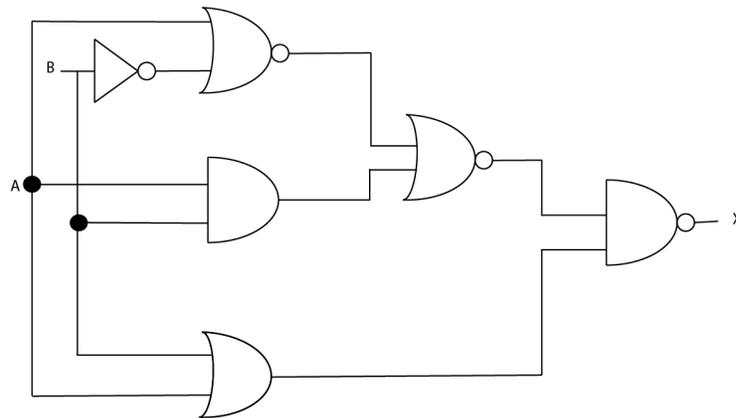
    // instantiate the modules- note the explicit port connection
    majority3 maj0 (.a(x[0]), .b(x[1]), .c(x[2]), .m(maj0_out));
    majority3 maj1 (.a(y[0]), .b(y[1]), .c(y[2]), .m(maj1_out));

    and (out, maj0_out, maj1_out);

endmodule
```

## Problem 5: Behavioral Verilog

For the logic circuit shown below, write the equivalent behavioral Verilog module which takes A and B as inputs, and gives X as output.



Solution:

```

module problem5(
    input A,
    input B,
    output X
);

    assign X = ~(~(~(A | ~B) | (A & B)) & (A | B));

endmodule

```

Note: You still receive full credit if wrote the HDL code for the simplified logic expression:

$$X = \overline{\overline{\overline{(A + \overline{B})} + A \cdot B}} \cdot (A + B)$$

$$\implies X = \overline{A} \cdot \overline{B} + A \cdot B + \overline{A} \cdot B$$

Or they simplified the expression complete:

$$\begin{aligned} \overline{A} \cdot \overline{B} + \overline{A} \cdot B + A \cdot B &= \overline{A} \cdot \overline{B} + \overline{A} \cdot B + A \cdot B + \overline{A} \cdot B \\ &= \overline{A}(\overline{B} + B) + B(A + \overline{A}) \\ &= \overline{A}(1) + B(1) \\ &= \overline{A} + B \end{aligned}$$